

ROGUE: CRYPT THIEF - NO IMAGES

SOME WHO DELVE FOR RELICS DO SO FOR PERSONAL gain, others do so for the good of a people, and some have even more nuanced reasons than that. The Crypt Thief is an individual who navigates centuries untrodden paths inside dungeons to find the treasure and make it out past countless traps alive.

Expert trap finders, disarmers and dodgers, they can explore where others die to ancient devices and pitfalls. This coupled with their archeological know how makes them exemplary choices to recover artifacts for museums, or purloin treasures for their profit.

ANCIENT CRYPT DELVER

At 3rd level when you choose this subclass, you gain Proficiency in History and Religion skills. You can also attempt to disarm a trap as a bonus action granted by your Cunning Action Feature.

TRAP HUNTER

At 3rd level, you can cast the Find Traps spell a number of times equal to your Intelligence modifier per long rest. When you reach 10th level, this feature instead recharges on a short rest.

TRAP TEMPORARY DISARMERMENT

At 9th level, if you successfully roll to disarm a trap with your Thieves Tools, you can instead choose to put a temporary measure in place to hold it from going off, but not fully disarm it. In this state it is considered Primed. After which you can choose to do 1 of 2 things:

- Replace the Primed trap to its original state (after which it is no longer Primed with your temporary measure). You do this with a Thieves Tools check (original DC -5). This trap seems uninterfered with unless an action to investigate it is taken, the DC of which is calculated with the following formula: $10 + \text{Dexterity modifier} + \text{Proficiency bonus}$.
- If you are within 30ft of a primed trap, as a bonus action, an action, or a reaction you can set it off. You can set off one Primed trap per bonus action, action or reaction.

TRAP EXPERT

At 13th level, your quick reflexes can protect an ally from a negative effect that is because of a Dexterity Saving Throw. If you're within 5ft of an ally when they have to make a Dexterity Saving Throw, as a reaction you can temporarily substitute their Dexterity Saving Throw modifier for yours for the roll, as you shove or guide them out of the line of fire. You must choose to use this feature before they roll the die and can only affect one creature at a time.

EXPLORER'S AGILITY

At 17th level, your experience with traps and similar harmful effects give you unparalleled forethought and escapology techniques in avoiding their damage. When you would make a Strength Saving Throw you can choose use your reaction instead to make a Dexterity Saving Throw instead.